

specifically, to such a method, base station and subscriber station which uses recursive systematic codes (RSC codes) for the associated channel coding.

Description of the Prior Art

5 The GSM (global system for mobile communications) mobile radio system is installed in more than 100 networks and for more than 100 million subscribers worldwide. In the GSM mobile radio system, data (for example, voice or data within data services such as SMS or GPRS) are transmitted via a radio interface with the aid of electromagnetic waves. The radio interface relates to a connection between a base station and subscriber stations where the subscriber stations can be
10 mobile stations or stationary radio stations. The electromagnetic waves are radiated in this case with carrier frequencies which are within the frequency bands of 900, 1800, and 1900 MHz in the GSM mobile radio system.

In mobile radio systems, channel coding is required for transmitting the data via the radio interface. This channel coding differs for different services, e.g.
15 14.4 kbps data, FR (full-rate) voice, HR (half-rate) voice. The channel coding and the complementary channel decoding at the receiving end have the aim here of achieving the lowest possible bit error rate (BER).

Hitherto, only nonsystematic nonrecursive convolutional codes (NSC - nonsystematic convolutional codes) have been used for channel coding in the GSM
20 mobile radio system (and other comparable systems). In these codes, a coded bit is generated from a weighted sum of the current and past information bits by convolutional coding. At a coding rate of $\frac{1}{2}$, e.g. 2 coded bits, which in each case come from a differently weighted sum, are thus generated from one information bit (see Figure 2). The weights in this sum, and thus the generation of the coded bits,
25 are determined by the so-called generator polynomials. Thus, e.g., the polynomial $1 + D^3 + D^4$ determines that a coded bit is produced from the sum (XOR combination) of the current, the third last and the fourth last information bit.

The bits coded during the channel coding are transmitted via the radio interface and channel-decoded at the receiving end. A frequently used decoding
30 algorithm is the so-called Viterbi algorithm. Since the decoding process remains the

same and is also computationally intensive, hardware chips (application-specific integrated circuits (ASICs)) are used for this purpose, especially in base stations. As a rule, these ASICs can only process a certain decoding scheme, only for nonrecursive currents in the case of GSM.

5 In the case of the introduction of a new voice coding message for GSM mobile radio systems, the methods hitherto proposed for the channel coding, see ETSI SMG11; Tdoc SMG11 205/98, 159/98 and 147/98, 9.28.98, are exclusively based on nonrecursive codes in order to ensure compatibility with the existing hardware which is used in millions. In spite of the involvement of many
10 manufacturers in the development process, see Tdoc SMG11 205/98, 159/98 and 147/98, of 9.28.98, other types of code have been considered to be unusable.

The present invention, therefore, directed to a method for channel coding and corresponding devices which produce better transmission quality.

SUMMARY OF THE INVENTION

15 Accordingly, the present invention uses recursive systematic codes (RSC codes) for the channel coding, with voice information which is to be coded firstly being arranged on the basis of its sensitivity to transmission errors and/or on the basis of a priority which is associated with it, and being subdivided into at least first and second voice information. For first voice information, a channel coding is
20 performed which, in a first coding step, uses error protection codes for a cyclic redundancy check and, in a second coding step, uses recursive systematic codes having a numerator polynomial and a denominator polynomial. By contrast, for second voice information, a channel coding is performed which uses recursive systematic codes having a numerator polynomial. These differ from the NSC codes
25 in that, e.g. at a rate of $\frac{1}{2}$, the first "coded" bit corresponds to the current information bit (systematic) and the second coded bit is produced from the current and past information bits and past coded bits (recursive). Thus, codes which are fed back are used, making use of the fact that recursive systematic codes have distinctly better code characteristics, and thus also better characteristics with respect to the
30 error correction, especially at high bit error rates.

The RSC codes, known from, among others, E. Offer, "Decodierung mit Qualitätsinformation bei verketteten Codiersystemen" [Decoding with quality information in concordinated coding systems], progress reports, VDI-Verlag, Series 10, Vol. 443, Düsseldorf 1996, p. 21 ff and p. 119 ff, have previously not been used
5 since they result in changes in the decoding process and are thus not hardware-compatible. An introduction of RSC codes in the channel coding did not appear possible since the installed base stations had to be retrofitted. This is not the case, in fact, since the hardware structure can be retained both at the transmitting end and at the receiving end and, nevertheless, RSC codes can be introduced for channel
10 decoding in the GSM mobile radio system.

It is proposed to perform post-processing on the basis of the denominator polynomial with parts of the recursive systematic code after channel decoding at the receiving end. According to an advantageous further embodiment of the present invention, the decoding process is performed as previously with decoding of a NSC
15 code, namely the one which is identical to the nonrecursive component, the numerator polynomial, of the new RSC code. After this hardware-compatible decoding, post-processing follows in which the bits obtained this way are again coded with the denominator polynomial. This post-processing is advantageously performed via programming, that is to say in software, which can be more easily
20 loaded into existing stations later.

The coding of the post-processing is not computationally expensive and can be performed as an additional step in every base station. This recoding provides the exact bits of the data sequence of the transmitting end.

A recursive decoding which is not possible with previously installed
25 hardware can be replaced by decoding into two nonrecursive successive individual steps. The first step is decoding using the numerator polynomial of the recursive code and the second step is a coding using the denominator polynomial of the recursive code. This makes it possible to reproduce, if necessary, any systematic recursive codes using hardware which has already been installed. The first step
30 corresponds to the previous decoding and the second step is the post-processing.

The polynomials of identical RSC and NSC codes will be explained briefly in connection with Figures 2 and 3. In a typical NSC code (such as, e.g. GSM/TCHFS).

The generator polynomials there are:

5

Polynomials of the NSC codes: $G_1 = 1 + D^3 + D^4$
 $G_2 = 1 + D + D^3 + D^4$

An identical RSC code is generated by dividing; e.g., by G_1 :
 $G_1 = 1$

10

Polynomials of the RSC code:

$$G_2 = \frac{1 + D + D^3 + D^4}{1 + D^3 + D^4} \dots$$

15 These RSC codes have the advantage that lower bit error rates are possible in the case of core channels (up to a bit error rate of 10^{-4}) since the channel error rate is not exceeded due to the uncoded bits (systematic component). In contrast, the bit error rate of coded bits also can be greater than the channel error rate under very poor channel conditions.

20 According to an advantageous embodiment of the present invention, a priori knowledge is obtained from a previous detection at the receiving end and this a priori knowledge is used in a subsequent channel decoding. During the transmission of coded voice, a number of voice parameters, and thus bits, change only rarely. It is also possible to make predictions of the probable current value from the value these parameters had in the past. If then the received current value
25 distinctly deviates from the predicted value, there is a high probability of a transmission error and, for example, the received value can be replaced by the predicted value.

This previous knowledge (a priori knowledge) is introduced in the channel decoder and has previously been impossible in most cases since the decoding
30 algorithm had to be modified due to the use of non-systematic codes. As a rule, the modification was, in turn, not hardware-compatible. If RSC codes are used, this a priori knowledge can be introduced quite simply before the decoding process since

some of the received bits are uncoded. The decoding process itself does not need to be modified.

As already explained, some of the received bits are uncoded information bits. If the channel conditions are good, i.e. no transmission errors are to be expected, channel decoding can be omitted and only the information bits are used. The transmission quality can then be determined as early as before the channel decoder by advantageously evaluating information from a channel estimator. After that, a decision is made as to whether decoding is necessary or not. In subscriber stations in which the energy consumption is an essential quality criterion, an essential advantage is that the channel decoder can be switched off. This saves power. In addition, the hardware for channel decoding can be omitted altogether in applications, e.g. SMS applications for linking in telemetry services etc., in which a high transmission quality is always expected.

Due to a nonrecursive decoding followed by coding, it becomes possible to use RSC codes with the advantages described above in existing GSM mobile radio systems on existing hardware.

An exemplary embodiment of the present invention is explained in greater detail on the basis of the network structure of the known GSM mobile radio system according to Figure 1 and referring to the codes according to Figures 2 and 3.

Additional features and advantages of the present invention are described in, and will be apparent from, the Detailed Description of the Preferred Embodiments and the Drawings.

DESCRIPTION OF THE DRAWINGS

Figure 1 shows the network structure of a known GSM mobile radio system;

Figures 2 and 3 show RSC and NSC codes used in connection with the system of Figure 1;

Figure 4 shows a flow chart of the coding used pursuant to the teachings of the present invention;

Figure 5 shows polynomials used in the coding and decoding; and

Figure 6 shows a flow chart of the decoding.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

The GSM mobile radio system shown in Figure 1 consists of a multiplicity of mobile switching centers MSC which are networked together and, respectively, establish access to a landline network PSTN. These mobile switching centers MSC are also connected to, in each case, at least one base station controller BSC for controlling base stations BS. Each of these base station controllers BSC, in turn, provides for a connection to at least one base station BS. An operation and maintenance center OMC implements control and maintenance functions for the mobile radio system or for parts thereof, respectively.

A base station BS can set up a connection to subscriber stations, e.g. mobile stations MS or other mobile and stationary terminals, via a radio interface. Each base station BS forms at least one radio cell. Figure 1 shows connections for transmitting user information between a base station BS and mobile stations MS.

In the coding methods shown, voice information is transmitted as user information. The bits of the voice information are divided into three classes with respect to the weighting (Class 1a, 1b and 2) in accordance with their sensitivity to errors. The most important bits (Class 1a) are additionally protected by a cyclic redundancy check (CRC) error protection coding. The bits of Classes 1a and 1b are convolutionally coded and punctured. In the AMR, the interleaving of the data after the coding is performed in accordance with the interleaving arrangements previously introduced for FR and HR.

Altogether, 14 coding methods are presented in conjunction with the AMR coder, from which a selection must be made in accordance with the transmission conditions. Of these, eight coding modes can be used in full-rate mode and six coding modes can be used in half-rate mode.

Trans- mission mode	Channel coding mode	Source encoding bit rate, voice	Net bit rate, in-band signaling	Channel coding bit rate, voice	Channel coding bit rate, in-band
TCH/FR	CH0-FS	12.20 kbit/s (GSM EFR)	0.10 bit/s	10.20 kbit/s	0.30 kbit/s
	CH1-FS	10.20 kbit/s	0.10 bit/s	12.20 kbit/s	0.30 kbit/s
	CH2-FS	7.95 kbit/s	0.10 bit/s	14.45 kbit/s	0.30 kbit/s
	CH3-FS	7.40 kbit/s (IS-641)	0.10 bit/s	15.00 kbit/s	0.30 kbit/s
	CH4-FS	6.70 kbit/s	0.10 bit/s	15.70 kbit/s	0.30 kbit/s
	CH5-FS	5.90 kbit/s	0.10 bit/s	16.50 kbit/s	0.30 kbit/s
	CH6-FS	5.15 kbit/s	0.10 bit/s	17.25 kbit/s	0.30 kbit/s
	CH7-FS	4.75 kbit/s	0.10 bit/s	17.65 kbit/s	0.30 kbit/s
TCH/HR	CH8-HS	7.95 kbit/s	0.10 bit/s	3.25 kbit/s	0.10 kbit/s
	CH9-HS	7.40 kbit/s (IS-41)	0.10 bit/s	3.80 kbit/s	0.10 kbit/s
	CH10-HS	6.70 kbit/s	0.10 bit/s	4.50 kbit/s	0.10 kbit/s
	CH11-HS	5.90 kbit/s	0.10 bit/s	5.30 kbit/s	0.10 kbit/s
	CH12-HS	5.15 kbit/s	0.10 bit/s	6.05 kbit/s	0.10 kbit/s
	CH13-HS	4.75 kbit/s	0.10 bit/s	6.45 kbit/s	0.10 kbit/s

An in-band signaling with 2 bits net (4 or, respectively, 8 bits gross after coding) per frame (20 ms) is used for signaling the coding mode or for signaling the transmission quality in alternating frames. The two bits can be used for signaling four coding modes. These coding modes, which can be switched between via the in-band signaling, must be previously selected.

The following order of steps to be performed applies to all modes:

1. Information of the in-band signaling is coded with a block code;
2. The user information is sorted in accordance with their significance (class);
- 10 3. The ordered bits of the user information are coded with a systematic block code (CRC), generating words with voice and parity bits;
4. These coded bits and the rest of the Class 1 bits are convolutionally coded;
5. The coded bits are punctured in order to obtain the desired bit rate,
6. Unprotected bits are inserted into the frame with punctured data (only for half-rate mode); and
- 15 7. The bits are reordered and the coded and in-band bits are interleaved, also inserting a so-called stealing flag.

The designations used have the following significance:

- | | |
|-------------------|--|
| k, j | Numbering of the bits in data block or burst |
| 20 K _x | Number of bits in a block, x specifies data type |

Distribution of the bits to classes:

Coding mode	Number of voice bits per block	Number of Class-1 bits per block	Number of Class-1a bits per block	Number of Class-1b bits per block
CH0-FS	244	244	81	163
CH1-FS	204	204	65	139
CH2-FS	159	159	75	84
CH3-FS	148	148	61	87
CH4-FS	134	134	55	79
CH5-FS	118	118	55	63
CH6-FS	103	103	49	54
CH7-FS	95	95	39	56

There are no class 2 bits.

The essential parameters for the coder and correspondingly for each decoder are specified as follows for the first coding step:

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Coding mode	Coded voice bits (K_d)	CRC-protected bits (K_{d1a})	Number of tail bits (N_{tail})	Number of bits after the first coding step ($K_s = K_d + 6 + N_{tail}$)
CH0-FS	244	81	5	255
CH1-FS	204	65	5	215
CH2-FS	159	75	6	171
CH3-FS	148	61	6	160
CH4-FS	134	55	6	146
CH5-FS	118	55	6	130
CH6-FS	103	49	6	115
CH7-FS	95	39	6	107

a) Parity bits:

A 6-bit CRC (cyclic redundancy check) is used for error detection. These 6 parity bits are generated by using the following cyclic generator polynomial:

$$g(D) = D^6 + D^5 + D^3 + D^2 + D^1 + 1 \text{ for the first } K_{d1a} \text{ bits of Class 1, } K_{d1a}$$

10 specifying the number of bits of Class 1a according to the above table. The coding with the cyclic code is performed in systematic manner:

in GF(2), the polynomials:

$$d(0)D(K_{d1a}+5) + d(1)D(K_{d1a}+4) + \dots + d(K_{d1a}-1)D^{(6)} + p(0)D^{(5)} + \dots + p(4)D + p(5)$$

15 where $p(0), p(1) \dots p(5)$ are the parity bits which, divided by $g(D)$, give "0".

b) Tailing bits and reordering

The information bits and parity bits are brought together and so-called tail bits are appended:

$$\begin{aligned}
 u(k) &= d(k) \quad \text{for } k = 0, 1, \dots, K_{d1a}-1 \\
 u(k) &= p(k-K_{d1a}) \text{ for } k = K_{d1a}, K_{d1a}+1, \dots, K_{d1a}+5 \\
 5 \quad u(k) &= d(k-6) \quad \text{for } k = K_{d1a}+6, K_{d1a}+7, \dots, K_d+5 \\
 u(k) &= \text{dependent on coding mode}
 \end{aligned}$$

Thus, the following contents are defined for each coding mode after the first coding step $u(k)$:

- 10 **CH0-FS:**

$$\begin{aligned}
 u(k) &= d(k) \quad \text{for } k = 0, 1, \dots, 80 \\
 u(k) &= p(k-81) \text{ for } k = 81, 82, \dots, 86 \\
 u(k) &= d(k-6) \quad \text{for } k = 87, 88, \dots, 249 \\
 u(k) &= \text{to be specified for } k = 250, 251, \dots, 254
 \end{aligned}$$
- 15 **CH1-FS:**

$$\begin{aligned}
 u(k) &= d(k) \quad \text{for } k = 0, 1, \dots, 64 \\
 u(k) &= p(k-65) \text{ for } k = 65, 66, \dots, 70 \\
 u(k) &= d(k-6) \quad \text{for } k = 71, 72, \dots, 209 \\
 u(k) &= \text{to be specified for } k = 210, 211, \dots, 214
 \end{aligned}$$
- 20 **CH2-FS:**

$$\begin{aligned}
 u(k) &= d(k) \quad \text{for } k = 0, 1, \dots, 74 \\
 u(k) &= p(k-75) \text{ for } k = 75, 76, \dots, 80 \\
 u(k) &= d(k-6) \quad \text{for } k = 81, 82, \dots, 164 \\
 u(k) &= \text{to be specified for } k = 165, 166, \dots, 170
 \end{aligned}$$
- 25 **CH3-FS:**

$$\begin{aligned}
 u(k) &= d(k) \quad \text{for } k = 0, 1, \dots, 60 \\
 u(k) &= p(k-61) \text{ for } k = 61, 62, \dots, 66 \\
 u(k) &= d(k-6) \quad \text{for } k = 67, 68, \dots, 153 \\
 u(k) &= \text{to be specified for } k = 154, 155, \dots, 159
 \end{aligned}$$
- 30 **CH4-FS:**

$$u(k) = d(k) \quad \text{for } k = 0, 1, \dots, 54$$

$u(k) = p(k-55)$ for $k = 55, 56, \dots, 60$
 $u(k) = d(k-6)$ for $k = 61, 62, \dots, 139$
 $u(k) =$ to be specified for $k = 140, 141, \dots, 145$

5 CH5-FS: $u(k) = d(k)$ for $k = 0, 1, \dots, 54$
 $u(k) = p(k-55)$ for $k = 55, 56, \dots, 60$
 $u(k) = d(k-6)$ for $k = 61, 62, \dots, 123$
 $u(k) =$ to be specified for $k = 124, 125, \dots, 129$

10 CH6-FS: $u(k) = d(k)$ for $k = 0, 1, \dots, 48$
 $u(k) = p(k-49)$ for $k = 49, 50, \dots, 54$
 $u(k) = d(k-6)$ for $k = 55, 56, \dots, 108$
 $u(k) =$ to be specified for $k = 109, 110, \dots, 114$

15 CH7-FS: $u(k) = d(k)$ for $k = 0, 1, \dots, 38$
 $u(k) = p(k-39)$ for $k = 39, 40, \dots, 44$
 $u(k) = d(k-6)$ for $k = 45, 46, \dots, 100$
 $u(k) =$ to be specified for $k = 101, 102, \dots, 106$

Convolutional coder

20 The bits of the first coding step ($u(k)$) are coded with a recursive systematic convolutional code (see also Figure 4). The number of output bits after puncturing and repetition is 448 bits for all modes of the coding method.

Coding mode	Generator polynomials of convolutional code	Coder rate	Number of bits received in the coder	Number of bits output by the coder	Number of punctured bits	Number of repeated bits
CH0-FS	G12,G13	1/2	255	510	62	0
CH1-FS	G12,G13,G14	1/3	215	645	197	0
CH2-FS	G12,G15,G16	1/3	171	513	65	0
CH3-FS	G12,G15,G16	1/3	160	480	32	0
CH4-FS	G12,G15,G16	1/4	146	584	136	0
CH5-FS	G12,G15,G16,G17	1/4	130	520	72	0
CH6-FS	G12,G15,G16,G17	1/4	115	460	12	0
CH7-FS	G12,G15,G16,G17	1/4	107	428	19	39

Further details on coding/decoding using recursive codes were given in C. Berrou, A. Glavieux, "Near optimum error-correction coding and decoding: turbo codes" - "Reflections on the prize paper", IEEE Inf. Theory Soc. Newsletter, vol. 48, No. 2, June 1998 and C. Berrou and A. Glavieux: "Near optimum error-correcting coding and decoding: turbo codes", IEEE Trans. on Comm., vol. 44, pp. 1261-1271, October 1996.

The coding modes are presented in sequence:

CH0-FS:

- 10 A block of 255 bits $\{u(0) \dots u(254)\}$ is coded at the rate 1/2, using the following polynomials:

$$G_{12} = 1$$

$$G_{13} = (1 + D^2 + D^4 + D^5) / (1 + D + D^2 + D^3 + D^5)$$

- The coding with $G_{12}=1$ refers to the input bit being only multiplied by 1; i.e., it is transmitted uncoded.

From each input bit, one output bit is in each case generated by the coding with G_{12} or, respectively, G_{13} . These appear successively at the output of the coder.

- Thus, a serial input sequence of 255 input bits results in a serial sequence of 510 coded bits $\{C(0) \dots C(509)\}$ at the output of the coder, which is defined by:

$$C(2k) = u(k)$$

$$C(2k+1) = u(k) + u(k-2) + u(k-4) + u(k-5) + C(2k-1) + C(2k-3) + C(2k-5) + C(2k-9)$$

for $k = 0, 1, \dots, 254$; $u(k) = 0$ for $k < 0$; $C(k) = 0$ for $k < 0$

- 25 The bits at the output are thus coded alternately with G_{12} and G_{13} .

The code is punctured so that the following 62 coded bits: $\{C(4*j+1) \text{ for } j = 79, 80, \dots, 127\}$ and the bits $C(363)$, $C(379)$, $C(395)$, $C(411)$, $C(427)$, $C(443)$, $C(459)$, $C(475)$, $C(491)$, $C(495)$, $C(499)$, $C(503)$ and $C(507)$ are not transmitted.

As a result, there is a block of 448 coded and punctured bits, $P(0)...P(447)$ which is appended to the bits of an in-band signaling in c.

$$c(k+8) = P(k) \text{ for } k = 0, 1, \dots, 447.$$

5 CH1-FS:

A block of 215 bits $\{u(0)... u(214)\}$ is coded at the rate 1/3, using the following polynomials:

$$G_{12} = 1$$

$$G_{13} = (1 + D^2 + D^4 + D^5) / (1 + D + D^2 + D^3 + D^5)$$

$$10 \quad G_{14} = (1 + D^3 + D^4 + D^5) / (1 + D + D^2 + D^3 + D^5)$$

resulting in 645 coded bits, $\{C(0)...C(645)\}$ defined by:

$$C(3k) = u(k)$$

$$C(3k+1) = u(k) + u(k-2) + u(k-4) + u(k-5) + C(3k-2) + C(3k-5) + C(3k-8) + C(3k-14)$$

$$15 \quad C(3k+2) = u(k) + u(k-3) + u(k-4) + u(k-5) + C(3k-1) + C(3k-4) + C(3k-7) + C(3k-13)$$

for $k = 0, 1, \dots, 214$; $u(k) = 0$ for $k < 0$; $C(k) = 0$ for $k < 0$

The code is punctured so that the following 197 coded bits:

$$20 \quad \{C(12*j+5), C(12*j+8), C(12*j+11) \text{ for } j = 0, 1, \dots, 25, \{C(12*j+2), C(12*j+5), C(12*j+8), C(12*j+11) \text{ for } j = 26, 27, \dots, 52\}$$

and the bits $C(2)$, $C(610)$, $C(622)$, $C(628)$, $C(634)$, $C(637)$, $C(638)$, $C(640)$, $C(641)$, $C(643)$ and $C(644)$ are not transmitted.

25 As a result, there is a block of 448 coded and punctured bits, $P(0)...P(447)$ which is appended to the bits of an in-band signaling in c.

$$c(k+8) = P(k) \text{ for } k = 0, 1, \dots, 447.$$

CH2-FS:

30 A block of a=171 bits $\{u(0)... u(170)\}$ is coded at the rate 1/3, using the following polynomials:

$$G_{12} = 1$$

$$G_{15} = (1 + D + D^2 + D^3 + D^6) / (1 + D^2 + D^3 + D^5 + D^6)$$

$$G_{16} = (1 + D + D^4 + D^6) / (1 + D^2 + D^3 + D^5 + D^6)$$

resulting in 513 coded bits, $\{C(0)... C(512)\}$ defined by:

$$5 \quad C(3k) = u(k)$$

$$C(3k+1) = u(k)+u(k-1)+u(k-2)+u(k-3)+u(k-6)+C(3k-5)+ \\ C(3k-8)+C(3k-14)+C(3k-17)$$

$$C(3k+2) = u(k)+u(k-1)+u(k-4)+u(k-6)+C(3k-4)+C(3k-7)+ \\ C(3k-11)+C(3k-16)$$

$$10 \quad \text{for } k = 0, 1, \dots, 170; u(k) = 0 \text{ for } k < 0; C(k) = 0 \text{ for } k < 0$$

The code is punctured so that the following 65 coded bits:

$\{C(21*j+20) \text{ for } j = 0, 1, \dots, 15$

$C(21*j+8) C(21*j+11) C(21*j+17) C(21*j+20) \text{ for } j = 16, 17, \dots, 23\}$ and the bits $C(1), C(2), C(4), C(5), C(8), C(326), C(332), C(488), C(497), C(499), C(502),$

$$15 \quad C(505), C(506), C(508), C(509), C(511) \text{ and } C(512) \text{ are not transmitted.}$$

As a result, there is a block of 448 coded and punctured bits, $P(0)...P(447)$ which is appended to the bits of an in-band signaling in c.

$$c(k+8) = P(k) \text{ for } k = 0, 1, \dots, 447.$$

The polynomials used in modes CH5-FS, CH6-FS, CH7-FS are:

$$20 \quad G_{17} = (1 + D^2 + D^3 + D^4 + D^5 + D^6) / (1 + D^2 + D^3 + D^5 + D^6)$$

The significant values for modes (CH3-FS, CH4-FS, CH5-FS, CH6-FS, CH7-FS) are:

CH3-FS:

$$25 \quad C(3k) = u(k)$$

$$C(3k+1) = u(k)+u(k-1)+u(k-2)+u(k-3)+u(k-6)+C(3k-5)+ \\ C(3k-8)+C(3k-14)+C(3k-17)$$

$$C(3k+2) = u(k)+u(k-1)+u(k-4)+u(k-6)+C(3k-4)+C(3k-7)+ \\ C(3k-11)+C(3k-16)$$

$$30 \quad \text{for } k = 0, 1, \dots, 159; u(k) = 0 \text{ for } k < 0; C(k) = 0 \text{ for } k < 0$$

Bits $\{C(18*j+2), C(21*j+8), C(21*j+11), C(21*j+17)\}$ for $j = 20, 21, \dots, 25\}$ and $C(353), C(359), C(470), C(473), C(475), C(476), C(478), C(479)$ are not transmitted.

5 **CH4-FS:**

$$C(4k) = u(k)$$

$$C(4k+1) = u(k)+u(k-1)+u(k-2)+u(k-3)+u(k-6)+C(4k-7)+C(4k-11)+C(4k-19)+C(4k-23)$$

$$C(4k+2) = u(k)+u(k-1)+u(k-4)+u(k-6)+C(4k-6)+C(4k-10)+C(4k-18)+C(4k-22)$$

$$C(4k+3) = u(k)+u(k-2)+u(k-3)+u(k-4)+u(k-5)+u(k-6)+C(4k-5)+C(4k-9)+C(4k-17)+C(4k-21)$$

for $k = 0, 1, \dots, 145$; $u(k) = 0$ for $k < 0$; $C(k) = 0$ for $k < 0$

Bits $\{C(32*j+7), C(32*j+15), C(32*j+23), C(32*j+27)$

15 $C(32*j+31)\}$ for $j = 0, 1, \dots, 10$

$C(16*j+3) C(16*j+7) C(16*j+11) C(16*j+14) C(16*j+15)$ for $j = 22, 23, \dots, 35\}$ and bits $C(2), C(3), C(11), C(331), C(566), C(570), C(578), C(579), C(581), C(582)$ and $C(583)$ are not transmitted.

20 **CH5-FS:**

$$C(4k) = u(k)$$

$$C(4k+1) = u(k)+u(k-1)+u(k-2)+u(k-3)+u(k-6)+C(4k-7)+C(4k-11)+C(4k-19)+C(4k-23)$$

$$C(4k+2) = u(k)+u(k-1)+u(k-4)+u(k-6)+C(4k-6)+C(4k-10)+C(4k-18)+C(4k-22)$$

$$C(4k+3) = u(k)+u(k-2)+u(k-3)+u(k-4)+u(k-5)+u(k-6)+C(4k-5)+C(4k-9)+C(4k-17)+C(4k-21)$$

for $k = 0, 1, \dots, 129$; $u(k) = 0$ for $k < 0$; $C(k) = 0$ for $k < 0$

Bits

30 $\{C(32*j+11), C(32*j+23), C(32*j+31)\}$ for $j = 0, 1, \dots, 9$

$C(32*j+7), C(32*j+11), C(32*j+15), C(32*j+23), C(32*j+27), C(32*j+31)$ for $j = 10, 11, \dots, 15\}$

and bits $C(499), C(510), C(514), C(515), C(518), C(519)$ are not transmitted.

5 CH6-FS:

$$C(4k) = u(k)$$

$$C(4k+1) = u(k)+u(k-1)+u(k-2)+u(k-3)+u(k-6)+C(4k-7)+ \\ C(4k-11)+C(4k-19)+C(4k-23)$$

$$10 \quad C(4k+2) = u(k)+u(k-1)+u(k-4)+u(k-6)+C(4k-6)+C(4k-10)+ \\ C(4k-18)+C(4k-22)$$

$$C(4k+3) = u(k)+u(k-2)+u(k-3)+u(k-4)+u(k-5)+u(k-6)+ \\ C(4k-5)+C(4k-9)+C(4k-17)+C(4k-21)$$

for $k = 0, 1, \dots, 114; u(k) = 0$ for $k < 0; C(k) = 0$ for $k < 0$

Bits

15 $\{C(16*j+11)$ for $j = 22, 23, \dots, 28\}$ and bits $C(450), C(451), C(454), C(455),$
 $C(458)$ are not transmitted.

CH7-FS:

$$C(4k) = u(k)$$

$$20 \quad C(4k+1) = u(k)+u(k-1)+u(k-2)+u(k-3)+u(k-6)+C(4k-7)+ \\ C(4k-11)+C(4k-19)+C(4k-23)$$

$$C(4k+2) = u(k)+u(k-1)+u(k-4)+u(k-6)+C(4k-6)+C(4k-10)+ \\ C(4k-18)+C(4k-22)$$

$$25 \quad C(4k+3) = u(k)+u(k-2)+u(k-3)+u(k-4)+u(k-5)+u(k-6)+ \\ C(4k-5)+C(4k-9)+C(4k-17)+C(4k-21)$$

for $k = 0, 1, \dots, 94; u(k) = 0$ for $k < 0; C(k) = 0$ for $k < 0$

Bits

$C(1), C(2), C(3), C(6), C(7), C(11), C(367), C(383), C(399), C(407), C(415),$
 $C(418), C(419), C(421), C(422), C(423), C(425), C(426), C(427)$ are removed. In
30 this block of 409 coded and punctured bits, $P(0) \dots P(408)$, 39 bits are repeated:

$$P(409+k) = P(10+k*8)$$

for $k = 0, 1, \dots, 38$

Coding in half-rate mode (HR)

Coding of the bits of the in-band signaling:

id(0,1)	ic(0..3)
00	0000
01	1001
10	0111
11	1110

5

Distribution of the bits to classes:

Coding mode	Number of voice bits per block	Number of Class-1 bits per block	Number of Class-1a bits per block	Number of Class-1b bits per block	Number of Class-2 bits per block
CH8-HS	159	123	67	56	36
CH9-HS	148	120	61	59	28
CH10-HS	134	110	55	55	24
CH11-HS	118	102	55	47	16
CH12-HS	103	91	49	42	12
CH13-HS	95	83	39	44	12

The essential parameters for the coder and correspondingly for each decoder are specified as follows for the first coding step:

Coding mode	Number of Class 1 bits (K_{d1})	CRC-protected bits (K_{dts})	Number of tail bits (N_{tail})	Number of output bits after the first coding step ($K_u = K_{d1} + 6 + N_{tail}$)
CH8-HS	123	67	5	134
CH9-HS	120	61	5	131
CH10-HS	110	55	5	121
CH11-HS	102	55	5	113
CH12-HS	91	49	6	103
CH13-HS	83	39	6	95

The information on the parity and tail bits and on the reordering

10 corresponding to the full-rate mode.

After the first coding step $u(k)$, the following contents are defined for each coding mode:

CH8-HS: $u(k) = d(k)$ for $k = 0, 1, \dots, 66$

15 $u(k) = p(k-67)$ for $k = 67, 68, \dots, 72$

$$u(k) = d(k-6) \quad \text{for } k = 73, 74, \dots, 128$$

$$u(k) = \text{to be specified for } k = 129, 130, \dots, 133$$

5

CH9-HS: $u(k) = d(k) \quad \text{for } k = 0, 1, \dots, 60$

$$u(k) = p(k-61) \quad \text{for } k = 61, 62, \dots, 66$$

$$u(k) = d(k-6) \quad \text{for } k = 67, 68, \dots, 125$$

$$u(k) = \text{to be specified for } k = 126, 127, \dots, 130$$

10

CH10-HS: $u(k) = d(k) \quad \text{for } k = 0, 1, \dots, 54$

$$u(k) = p(k-55) \quad \text{for } k = 55, 56, \dots, 60$$

$$u(k) = d(k-6) \quad \text{for } k = 61, 62, \dots, 115$$

$$u(k) = \text{to be specified for } k = 116, 117, \dots, 120$$

15

CH11-HS: $u(k) = d(k) \quad \text{for } k = 0, 1, \dots, 54$

$$u(k) = p(k-55) \quad \text{for } k = 55, 56, \dots, 60$$

$$u(k) = d(k-6) \quad \text{for } k = 61, 62, \dots, 107$$

$$u(k) = \text{to be specified for } k = 108, 109, \dots, 112$$

20

CH12-HS: $u(k) = d(k) \quad \text{for } k = 0, 1, \dots, 48$

$$u(k) = p(k-49) \quad \text{for } k = 49, 50, \dots, 54$$

$$u(k) = d(k-6) \quad \text{for } k = 55, 56, \dots, 96$$

$$u(k) = \text{to be specified for } k = 97, 98, \dots, 102$$

25

CH13-HS: $u(k) = d(k) \quad \text{for } k = 0, 1, \dots, 38$

$$u(k) = p(k-39) \quad \text{for } k = 39, 40, \dots, 44$$

$$u(k) = d(k-6) \quad \text{for } k = 45, 46, \dots, 88$$

$$u(k) = \text{to be specified for } k = 89, 90, \dots, 94$$

Convolutional coder

The bits of the first coding step ($u(k)$) are coded with a recursive systematic convolutional code (see also Figure 4). The number of output bits after puncturing and repetition is 448 bits for all modes of the coding method.

Coding mode	Generator polynomials of convolutional code	Number of bits received in the coder	Coder rate	Number of bits output by the coder	Number of punctured bits
CH8-HS	G12, G13	134	1/2	268	80
CH9-HS	G12, G13	131	1/2	262	66
CH10-HS	G12, G13	121	1/2	242	42
CH11-HS	G12, G13	113	1/2	226	18
CH12-HS	G12, G15, G16	103	1/3	309	97
CH13-HS	G12, G15, G16	95	1/3	285	73

5 The coding modes are presented in sequence:

CH8-HS:

One block of 134 bits $\{u(0)...u(133)\}$ each is coded at the rate of 1/2, using the following polynomials:

10 $G_{12} = 1$

$$G_{13} = (1 + D^2 + D^4 + D^5) / (1 + D + D^2 + D^3 + D^5)$$

resulting in 268 coded bits, $\{C(0)...C(267)\}$, defined by:

$$C(2k) = u(k)$$

15
$$C(2k+1) = u(k) + u(k-2) + u(k-4) + u(k-5) + C(2k-1) + C(2k-3) + C(2k-5) + C(2k-9)$$

for $k = 0, 1, \dots, 133$; $u(k) = 0$ for $k < 0$; $C(k) = 0$ for $k < 0$

The code is punctured so that the following 80 coded bits:

$\{C(8*j+3), C(8*j+7) \text{ for } j = 0, 1, \dots, 21$

20 $C(8*j+3), C(8*j+5), C(8*j+7) \text{ for } j = 22, 23, \dots, 32\}$ and the bits $C(1), C(265)$ and $C(267)$ are not transmitted.

As a result, there is a block of 188 coded and punctured bits, $P(0)...P(187)$ which is appended to the bits of an in-band signaling in c.

$$c(k+4) = P(k) \text{ for } k = 0, 1, \dots, 187.$$

Finally, 36 Class-2 bits are appended to c

$$c(192+k) = d(123+k) \text{ for } k = 0, 1, \dots, 35.$$

5 CH9-HS:

The 262 coded bits $\{C(0)...C(261)\}$

$$C(2k) = u(k)$$

$$C(2k+1) = u(k) + u(k-2) + u(k-4) + u(k-5) + C(2k-1) + C(2k-3) + C(2k-5) + C(2k-9)$$

10 for $k = 0, 1, \dots, 130$; $u(k) = 0$ for $k < 0$; $C(k) = 0$ for $k < 0$

are punctured so that 66 coded bits:

$$\{C(16*j+3), C(16*j+7), C(16*j+11) \text{ for } j = 0, 1, \dots, 7$$

$$C(16*j+3), C(16*j+7), C(16*j+11), C(16*j+15) \text{ for } j = 8, 9, \dots, 15)\}$$
 and the bits $C(1)$,

15 $C(221), C(229), C(237), C(245), C(249), C(253), C(257), C(259)$ and $C(261)$ are not transmitted.

A block of 196 coded and punctured bits, $P(0)...P(195)$ is appended to the bits of the in-band signaling in c:

$$c(k+4) = P(k) \text{ for } k = 0, 1, \dots, 195.$$

20 Finally, 28 Class-2 bits are appended to c:

$$c(200+k) = d(120+k) \text{ for } k = 0, 1, \dots, 27.$$

CH10-HS:

The 242 coded bits $\{C(0)...C(241)\}$:

25 $C(2k) = u(k)$

$$C(2k+1) = u(k) + u(k-2) + u(k-4) + u(k-5) + C(2k-1) + C(2k-3) + C(2k-5) + C(2k-9)$$

for $k = 0, 1, \dots, 106$; $u(k) = 0$ for $k < 0$; $C(k) = 0$ for $k < 0$

are punctured so that 42 coded bits:

30 $\{C(8*j+3) \text{ for } j = 0, 1, \dots, 21$

$C(8*j+3)$, $C(8*j+7)$ for $j = 22, 23, \dots, 29$ and the bits $C(1)$, $C(233)$, $C(237)$ and $C(241)$ are not transmitted.

A block of 200 coded and punctured bits, $P(0)...P(199)$ is appended to the bits of the in-band signaling in c :

$$5 \quad c(k+4) = P(k) \text{ for } k = 0, 1, \dots, 199.$$

Finally, 24 Class-2 bits are appended to c :

$$c(204+k) = d(110+k) \text{ for } k = 0, 1, \dots, 23.$$

CH11-HS:

10 The 226 coded bits $\{C(0)...C(225)\}$:

$$C(2k) = u(k)$$

$$C(2k+1) = u(k)+u(k-2)+u(k-4)+u(k-5)+C(2k-1)+C(2k-3)+C(2k-5)+C(2k-9)$$

for $k = 0, 1, \dots, 112$; $u(k) = 0$ for $k < 0$; $C(k) = 0$ for $k < 0$

15 are punctured so that 18 coded bits:

$\{C(28*j+15)$ for $j = 0, 1, \dots, 7\}$ and bits $C(1)$, $C(3)$, $C(7)$, $C(197)$, $C(213)$, $C(215)$, $C(217)$, $C(221)$, $C(223)$ and $C(225)$ are not transmitted.

A block of 208 coded and punctured bits, $P(0)...P(207)$ is appended to the bits of the in-band signaling in c :

$$20 \quad c(k+4) = P(k) \text{ for } k = 0, 1, \dots, 207.$$

Finally, 16 Class-2 bits are appended to c :

$$c(212+k) = d(96+k) \text{ for } k = 0, 1, \dots, 15.$$

CH12-HS:

25 The 309 coded bits $\{C(0)...C(308)\}$:

$$C(3k) = u(k)$$

$$C(3k+1) = u(k)+u(k-1)+u(k-2)+u(k-3)+u(k-6)+C(3k-5)+C(3k-8)+C(3k-14)+C(3k-17)$$

$$C(3k+2) = u(k)+u(k-1)+u(k-4)+u(k-6)+C(3k-4)+C(3k-7)+C(3k-11)+C(3k-16)$$

30

for $k = 0, 1, \dots, 102$; $u(k) = 0$ for $k < 0$; $C(k) = 0$ for $k < 0$

are punctured so that 97 coded bits:

$\{C(12*j+5), C(12*j+8), C(12*j+11)$ for $j = 0, 1, \dots, 15$

$C(12*j+2), C(12*j+5), C(12*j+8), C(12*j+11)$ for $j = 16, 17, \dots, 24$ and bits $C(1),$

5 $C(2), C(4), C(7), C(292), C(292), C(295), C(298), C(301), C(302), C(304), C(305),$
 $C(307)$ and $C(308)$ are not transmitted.

A block of 212 coded and punctured bits, $P(0) \dots P(211)$ is appended to the bits of the in-band signaling in c :

$c(k+4) = P(k)$ for $k = 0, 1, \dots, 211$.

10 Finally, 12 Class-2 bits are appended to c :

$c(216+k) = d(91+k)$ for $k = 0, 1, \dots, 11$.

CH13-HS:

The 285 coded bits $\{C(0) \dots C(284)\}$:

15 $C(3k) = u(k)$

$C(3k+1) = u(k) + u(k-1) + u(k-2) + u(k-3) + u(k-6) + C(3k-5) +$
 $C(3k-8) + C(3k-14) + C(3k-17)$

$C(3k+2) = u(k) + u(k-1) + u(k-4) + u(k-6) + C(3k-4) + C(3k-7) +$
 $C(3k-11) + C(3k-16)$

20 for $k = 0, 1, \dots, 94$; $u(k) = 0$ for $k < 0$; $C(k) = 0$ for $k < 0$

are punctured so that 73 coded bits:

$\{C(12*j+5), C(12*j+11)$ for $j = 0, 1, \dots, 11$

$C(12*j+5), C(12*j+8), C(12*j+11)$ for $j = 12, 13, \dots, 22$ and bits $C(1), C(2), C(4),$

$C(7), C(8), C(14), C(242), C(254), C(266), C(274), C(277), C(278), C(280),$

25 $C(281), C(283)$ and $C(284)$ are not transmitted.

A block of 212 coded and punctured bits, $P(0) \dots P(211)$ is appended to the bits of the in-band signaling in c :

$c(k+4) = P(k)$ for $k = 0, 1, \dots, 211$.

Finally, 12 Class-2 bits are appended to c :

30 $c(216+k) = d(91+k)$ for $k = 0, 1, \dots, 11$.

The polynomials of the systematic recursive code (G13 to G17) in the AMR (see Figure 5) shown were used for two reasons:

- they have optimum characteristics for the puncturing; i.e., the adaptation of the data rate to the transmission rate of the radio channel, and
- 5 - numerator or denominator polynomial are in each case also the polynomial used in the original AMR channel coding proposal (see Tdoc SMG 147/98). The necessary changes are thus minimum compared with the original proposal.

The polynomials used hitherto for voice, data and signaling information in
10 the GSM system can also be used for the AMR channel coder with negligible restrictions in the performance. This can be done instead of the polynomials described above or as a complete alternative channel coding arrangement. The advantage lies in that the compatibility is extended further since in some cases older pre-existing hardware components in the channel decoder only allow the previous
15 GSM polynomials to be used.

Figure 6 shows a base station BS in which, in the reception case, signals received via an antenna A are amplified in a receiver, filtered, converted to baseband and digitized.

This is followed by channel decoding (step 1), which can be done with decoding
20 devices installed in existing base stations BS; i.e., the circuit technology can remain unchanged. This is followed by post-processing (step 2) of the decoded data which is implemented as a program. This post-processing consists of convolutional coding at a rate of 1 with the denominator polynomial of the respective rate.

As a result, this post-processing is of little complexity and is performed, for
25 example, by an additional program in a DSP (digital signal processor).

Referring, e.g. to the rate CH0-FS, this refers to the block with 255 bits at the output of the decoder being coded with the polynomial:

$$G(D) = (1 + D + D^2 + D^3 + D^5)$$